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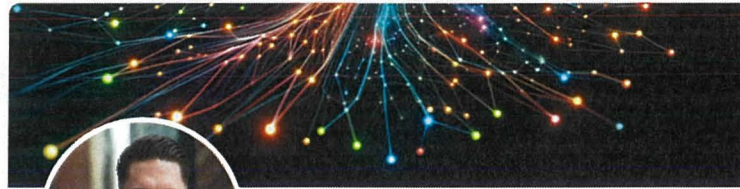
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**Zach Griffin** ✓ 2nd

Development Director - Electronic Arts



- Electronic Arts (EA)



- RMIT University

Australia · [Contact info](#)

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About

Experienced technology and gaming executive with diverse technical and commercial skillsets proven in startups and NASDAQ listed companies.

Activity

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Experience

**Development Director**

Electronic Arts (EA) · Full-time

Jul 2024 - Present · 8 mos

**Motorsport Games**

Full-time · 3 yrs 5 mos

- Director of Studio - Australia**

Mar 2021 - Jul 2024 · 3 yrs 5 mos

Melbourne, Victoria, Australia

Lead studio expansion to increase headcount of software engineering, art and audio teams by 25 to work on the rebooted INDYCAR racing ...see more

♥ Operational Activities, Unreal Engine 4 and +25 skills



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Director Of Technology

Oct 2021 - Nov 2023 · 2 yrs 2 mos
Miami, Florida, United States

Responsible for all development, outsource, IT and QA activities across 5 studios (USA, UK, NED, RUS, AUS), 160+ employees and 8-figure ...see more

🔒 Operational Activities, Data Management and +29 skills



Founder

Black Delta
Aug 2012 - Mar 2021 · 8 yrs 8 mos
Melbourne, Australia

Raised 7-figure seed round in 2015, to develop a PC/VR racing simulation/game 'KartKraft' using 'Unreal Engine 4' and a real-tir ...see more

🔒 Operational Activities, Docker Products and +32 skills



Sessional Lecturer (Games Development)

Victoria University
Dec 2007 - Dec 2014 · 7 yrs 1 mo

Lectured in 3D Modelling (3D Studio Max), Texturing (Adobe Photoshop), Game Design and Game Programming (C#).



Project Manager in Wagering/Gaming

Agility Interactive
Dec 2010 - Dec 2011 · 1 yr 1 mo
Melbourne, Australia

Managed development and commercialisation of online casino, sports, lottery, social and mobile wagering/gaming projects in... ...see more

🔒 Requirements Analysis and Product Management

Show all 7 experiences →

Education



RMIT University
Bachelor of Business
2008 - 2010



Victoria University
Advanced Diploma of Game Development
2005 - 2007

Show all 4 educations →

Skills

Product Management



4 experiences across Motorsport Games and 2 other companies

Software Architecture



3 experiences across Motorsport Games and 1 other company

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Interests

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Deputy Director, HR at Motorsport Games

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Software Engineer at PlaySide Studios

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3D Artist

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Labor & Employment Attorney - Trusted Adviser partnering with employers to achieve business objectives and navigate legal challenges


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Associate at Jackson Lewis P.C.

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Robert Rogers  · 2nd
Family Office - Vice President

Connect




Angelika Sidoruk  · 2nd
Attorney @ WOOD, SMITH, HENNING & BERMAN| Litigation

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People you may know

From Zach's company




Eric Horde
Director of IT at Electronic Arts (EA)

Connect




Technical atta
--I'm electrical motor winder

Connect



M. Ahmad
Software Engineer at Electronic Arts (EA)

Connect



Ch fareed Bhatti
Moter at Electronic Arts (EA)

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
Ashok Singh
Electrician at Electronic Arts (EA)

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← Experience



Development Director

Electronic Arts (EA) · Full-time

Jul 2024 - Present · 8 mos



Motorsport Games

Full-time · 3 yrs 5 mos

- **Director of Studio - Australia**

Mar 2021 - Jul 2024 · 3 yrs 5 mos

Melbourne, Victoria, Australia

Lead studio expansion to increase headcount of software engineering, art and audio teams by 25 to work on the rebooted INDYCAR racing franchise.

Managed milestone planning, sprint backlogs, code reviews and continuous delivery of feature/Quality of Life (QoL) updates using agile methodologies in live environments using JIRA/Confluence.

Championed and led global adoption of the 'KartKraft' art pipeline by our art directors in Motorsport Games' subsidiary studios and art outsource partners.

Integrated the real-time, rigid body physics engine I wrote into Motorsport Games' centralised technology platform based on 'Unreal Engine 5'.

Established and managed a dedicated procedural/technical art team to support our art teams through the creation of artist-friendly tooling using Houdini Engine to semi-automate the production of race circuits.

Skills: Operational Activities · Unreal Engine 4 · Engineering Leadership · Product Management · Perforce · Analytical Skills · Cross-functional Team Leadership · TeamCity · Confluence · System Performance · Agile Project Management · Software Architecture · Team Leadership · Engineering Management · C++ · Technical Architecture · Cloud Computing · Team Management · A/B Testing · REST APIs · IT Service Management · Game Programming · Quality Assurance · Computer Science · TypeScript · Continuous Integration (CI) · Jira

- **Director Of Technology**

Oct 2021 - Nov 2023 · 2 yrs 2 mos

Miami, Florida, United States

Responsible for all development, outsource, IT and QA activities across 5 studios (USA, UK, NED, RUS, AUS), 160+ employees and 8-figure development spend with full budgetary oversight.

Managed the development and release of new titles and DLCs for NASCAR Heat 5, NASCAR Heat Mobile, NASCAR Ignition: 22 Season Expansion, NASCAR Rivals, rFactor2 and KartKraft on PC, PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch, iOS and Android platforms.

Introduced globally consistent, collaborative development processes that empowered teams to work with autonomy, whilst providing visibility to Senior Leadership Team (SLT) and adherence to technical, cultural, business and time constraints.

Primary Point of Contact (POC) to licensors and external partners (NASCAR, INDYCAR, A.C.O, BTCC) for all development matters, including quarterly presentations to their respective Board Members/Executives.

Strategically produced and maintained the company's Product Roadmaps

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and Development Budgets with the CFO in compliance with NASDAQ reporting and disclosure rules.

Skills: Operational Activities · Data Management · Technology Management · Communication · Business Strategy · Agile Methodologies · Product Management · Google Cloud Platform (GCP) · IT Management · Negotiation · Analytical Skills · Cross-functional Team Leadership · Technology Leadership · Commercial Management · Financial Modeling · Strategic Planning · Amazon Web Services (AWS) · Video Game Production · Agile Project Management · Director level · Software Architecture · Team Leadership · IT Infrastructure Management · Financial Analysis · Management · Stakeholder Management · Team Management · IT Service Management · Technical Leadership · Contract Negotiation · Quality Assurance



Founder

Black Delta

Aug 2012 - Mar 2021 · 8 yrs 8 mos
Melbourne, Australia

Raised 7-figure seed round in 2015, to develop a PC/VR racing simulation/game 'KartKraft' using 'Unreal Engine 4' and a real-time, multi-threaded, rigid body physics engine with impulse based constraint solvers I wrote using C++ and SSE/AVX intrinsics with support for PC, Xbox and Playstation consoles and Force Feedback input devices.

Released 'KartKraft' in November, 2018 on the 'Steam' platform which generated revenues of \$7.5M+ with over 250,000 units sold

Negotiated acquisition of 'KartKraft' by Motorsport Games Inc for 7-figure sum in March, 2021.

Built and oversaw evolution of procedural/semi-automated PBR based art pipeline and processes for artists.

Created custom 3D Studio Max Plugin for artists to automate 3D surface reconstruction from point cloud data sets (10GB+ Binary) by applying Kalman Filtering to sampled points generated from octree spatial queries using C++.

Wrote distributed multiplayer backend with regional matchmaking capabilities to schedule, provision and launch dedicated server instances for online races using Golang, gRPC, Protocol Buffers, Redis, Docker, Kubernetes, Terraform and ReactJS.

Wrote generic, persistent and extensible player/vehicle entity purchasing and customisation framework in C++ with networked instantiation and replication support in 'Unreal Engine 4'.

Developed commercial driver training simulation software using C#/'Unity' to power a Kia Cerato mounted on a 6-DOF motion platform, 360-degree display, servo-driven manual transmission, Force Feedback Steering and a bidirectional interface via CANBUS/UDP to read vehicle control sensors and override cockpit instrumentation.

Skills: Operational Activities · Docker Products · Containerization · Engineering Leadership · Requirements Analysis · Product Management · Perforce · Kubernetes · Coaching & Mentoring · Negotiation · Analytical Skills · Unreal Engine · System Performance · Go (Programming Language) · JavaScript · Agile Project Management · Scalability · React.js · Software Architecture · Team Leadership · C++ · Technical Architecture · Redis · MongoDB · Start-up Leadership · Team Management · REST APIs · IT Service Management · Game Programming · Game Design · Quality Assurance · Computer Science · TypeScript · Next.js



KartKraft



Full Driving Simulator (FDS)



Sessional Lecturer (Games Development)
Victoria University

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Dec 2007 - Dec 2014 · 7 yrs 1 mo
Lectured in 3D Modelling (3D Studio Max), Texturing (Adobe Photoshop),
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**Project Manager in Wagering/Gaming**

Agility Interactive

Dec 2010 - Dec 2011 · 1 yr 1 mo

Melbourne, Australia

Managed development and commercialisation of online casino, sports,
lottery, social and mobile wagering/gaming projects in
Australia/Europe/Asia.

Developed regulatory-compliant Software Requirements Specification (SRS)
documents for social betting platform in collaboration with key
stakeholders.

Skills: Requirements Analysis · Product Management**Junior 2D/3D Artist**

Big Ant Studios

Jan 2007 - Aug 2007 · 8 mos

Produced 3D environment assets and lighting for THQ's Sprint Cars 2 on the
PC and PlayStation 2.

Skills: Perforce · Jira

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Software Engineer at PlaySide Studios

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3D Artist

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